F I G. 1

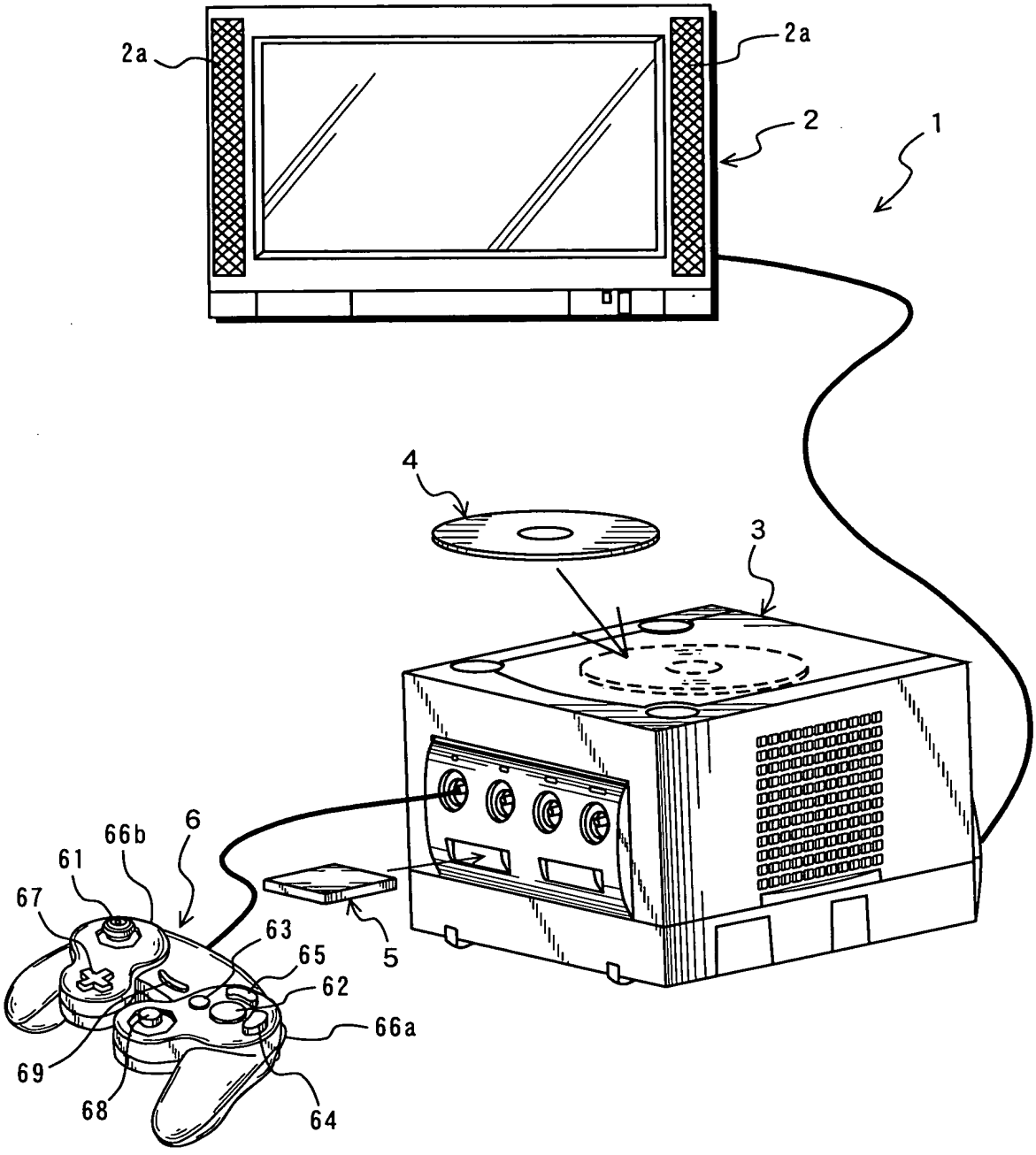


FIG. 2

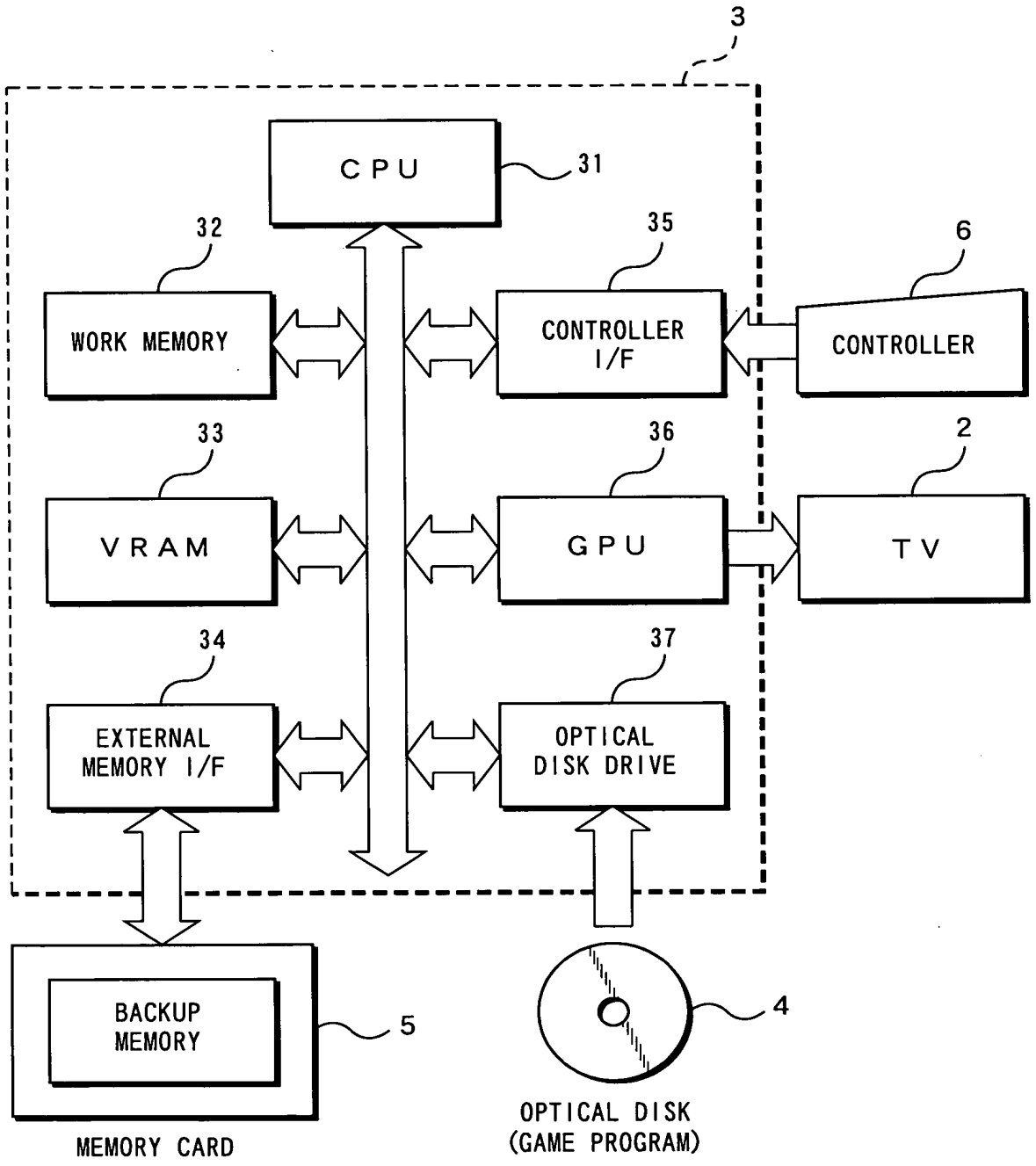

3
CPU
31
32
35
6
WORK MEMORY
CONTROLLER I/F
CONTROLLER
33
36
2
VRAM
GPU
TV
34
37
EXTERNAL MEMORY I/F
OPTICAL DISK DRIVE
BACKUP MEMORY
5
4
MEMORY CARD
OPTICAL DISK (GAME PROGRAM)

FIG. 3

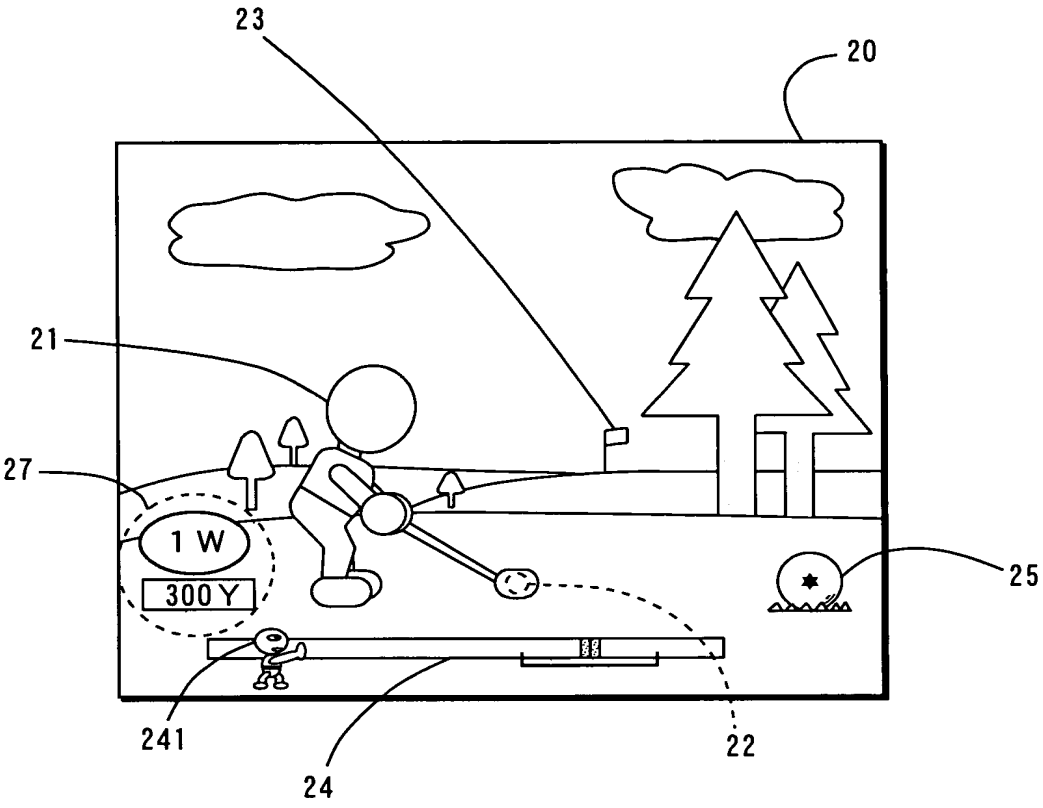


FIG. 4A

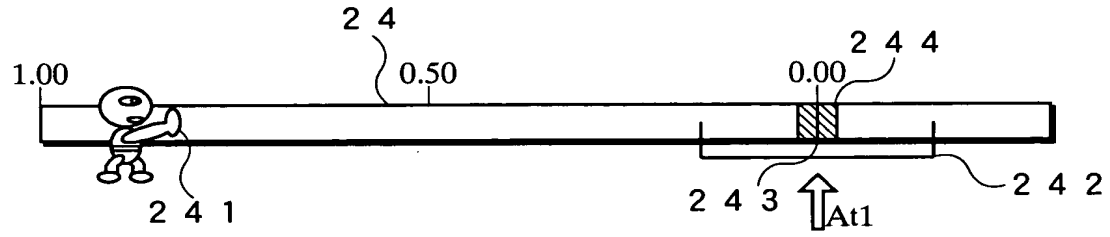


FIG. 4B

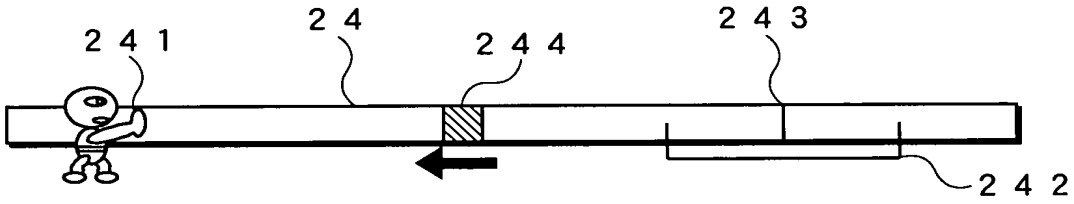


FIG. 4C

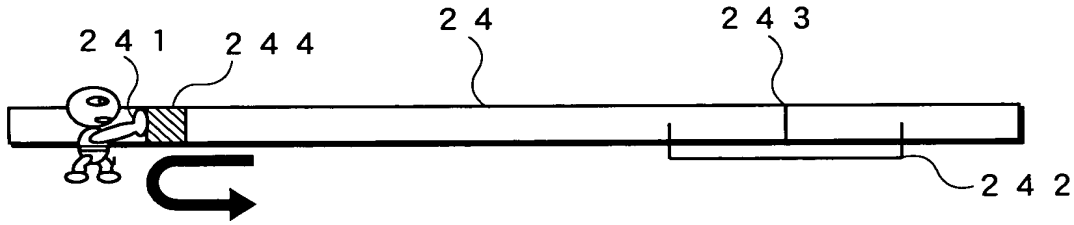


FIG. 4D

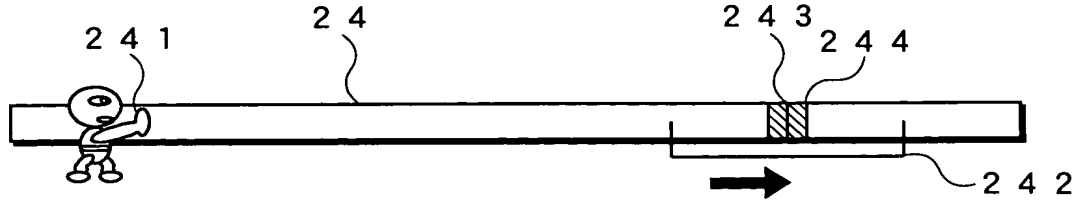


FIG. 5A

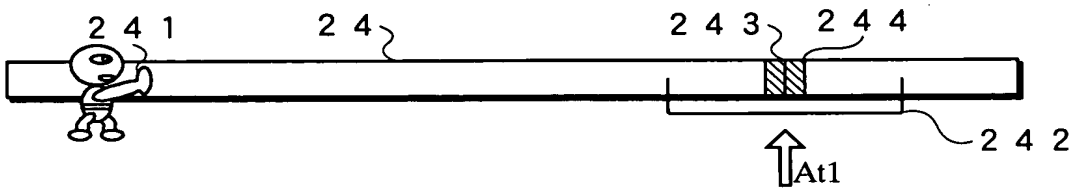


FIG. 5B

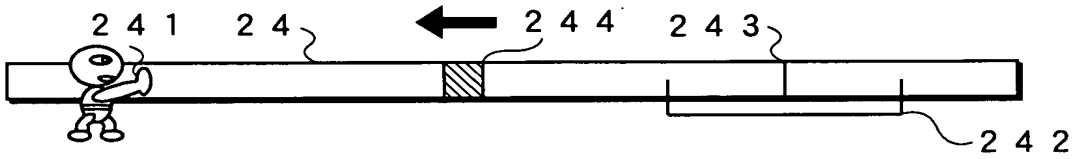


FIG. 5C

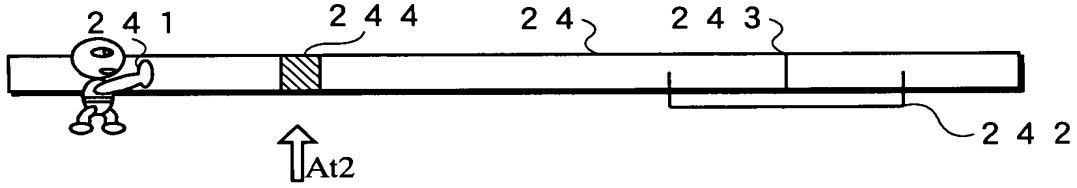


FIG. 5D

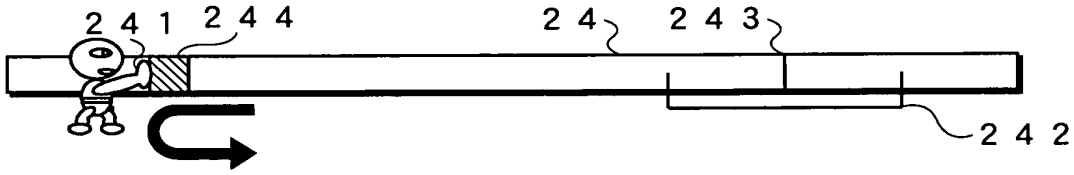


FIG. 5E

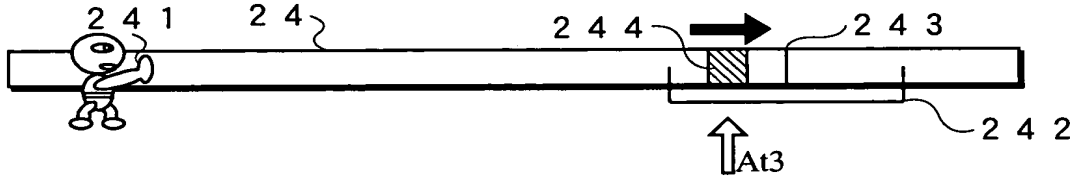
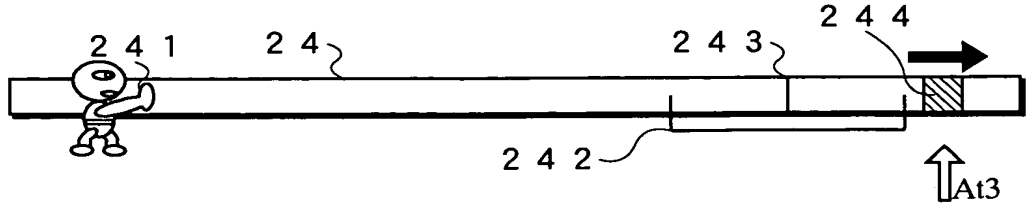


FIG. 5F



F I G. 6

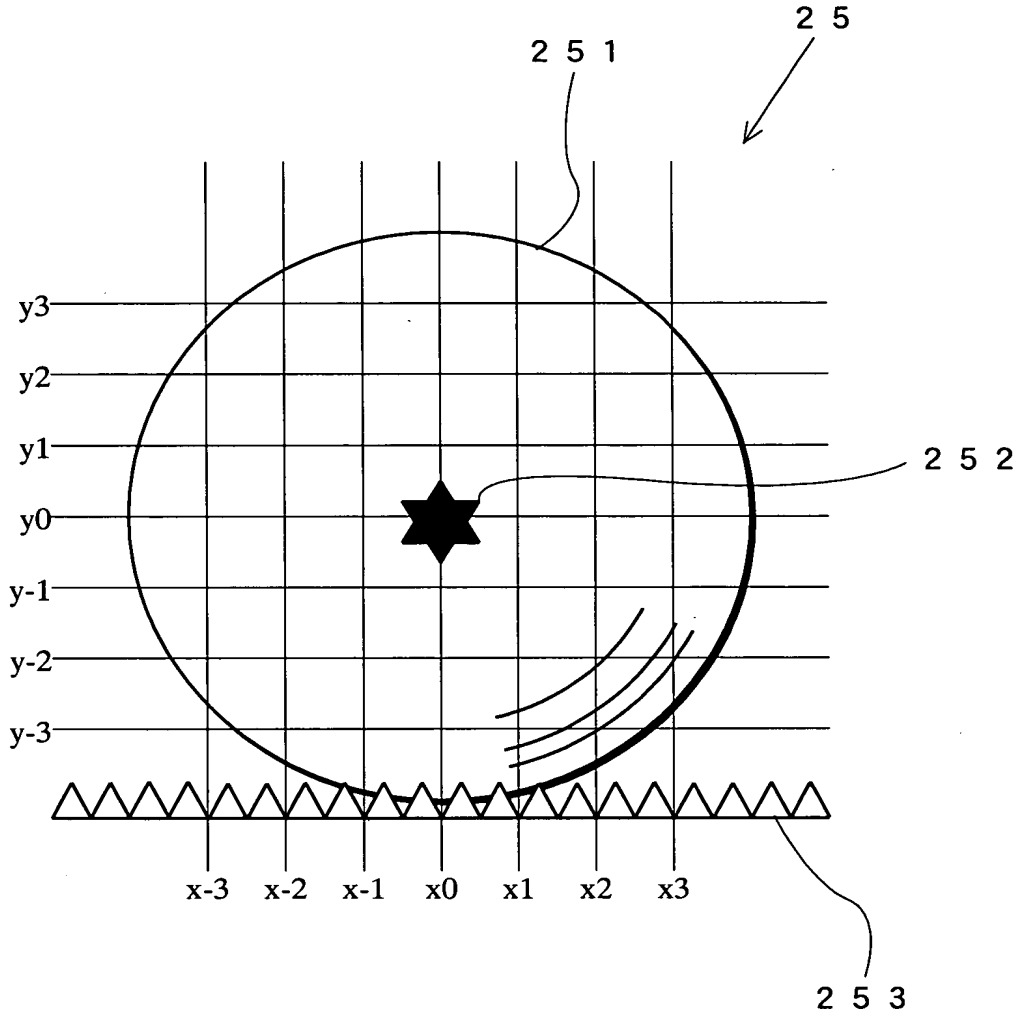


FIG. 7

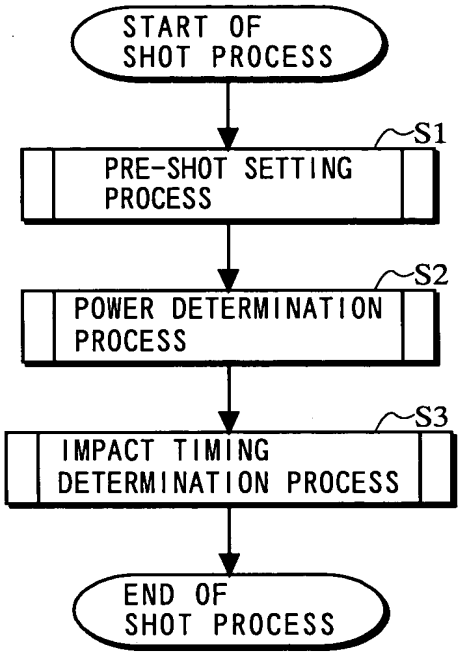

START OF SHOT PROCESS
S1
PRE-SHOT SETTING PROCESS
S2
POWER DETERMINATION PROCESS
S3
IMPACT TIMING DETERMINATION PROCESS
END OF SHOT PROCESS

FIG. 8

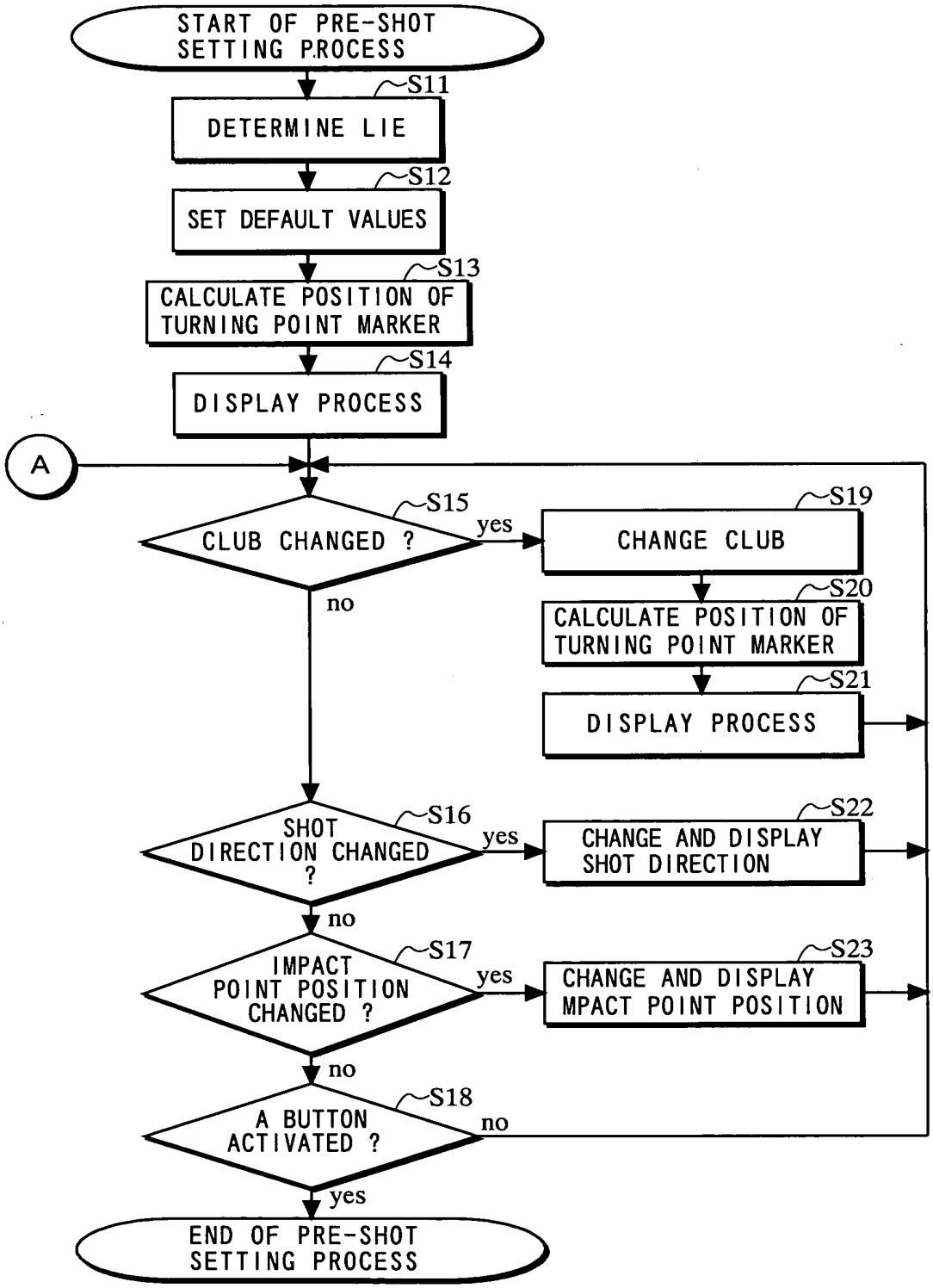

START OF PRE-SHOT SETTING PROCESS
S11
DETERMINE LIE
S12
SET DEFAULT VALUES
S13
CALCULATE POSITION OF TURNING POINT MARKER
S14
DISPLAY PROCESS
A
S15
CLUB CHANGED ?
yes
no
S19
CHANGE CLUB
S20
CALCULATE POSITION OF TURNING POINT MARKER
S21
DISPLAY PROCESS
S16
SHOT DIRECTION CHANGED ?
yes
no
S22
CHANGE AND DISPLAY SHOT DIRECTION
S17
IMPACT POINT POSITION CHANGED ?
yes
no
S23
CHANGE AND DISPLAY MPACT POINT POSITION
S18
A BUTTON ACTIVATED ?
no
yes
END OF PRE-SHOT SETTING PROCESS

FIG. 9

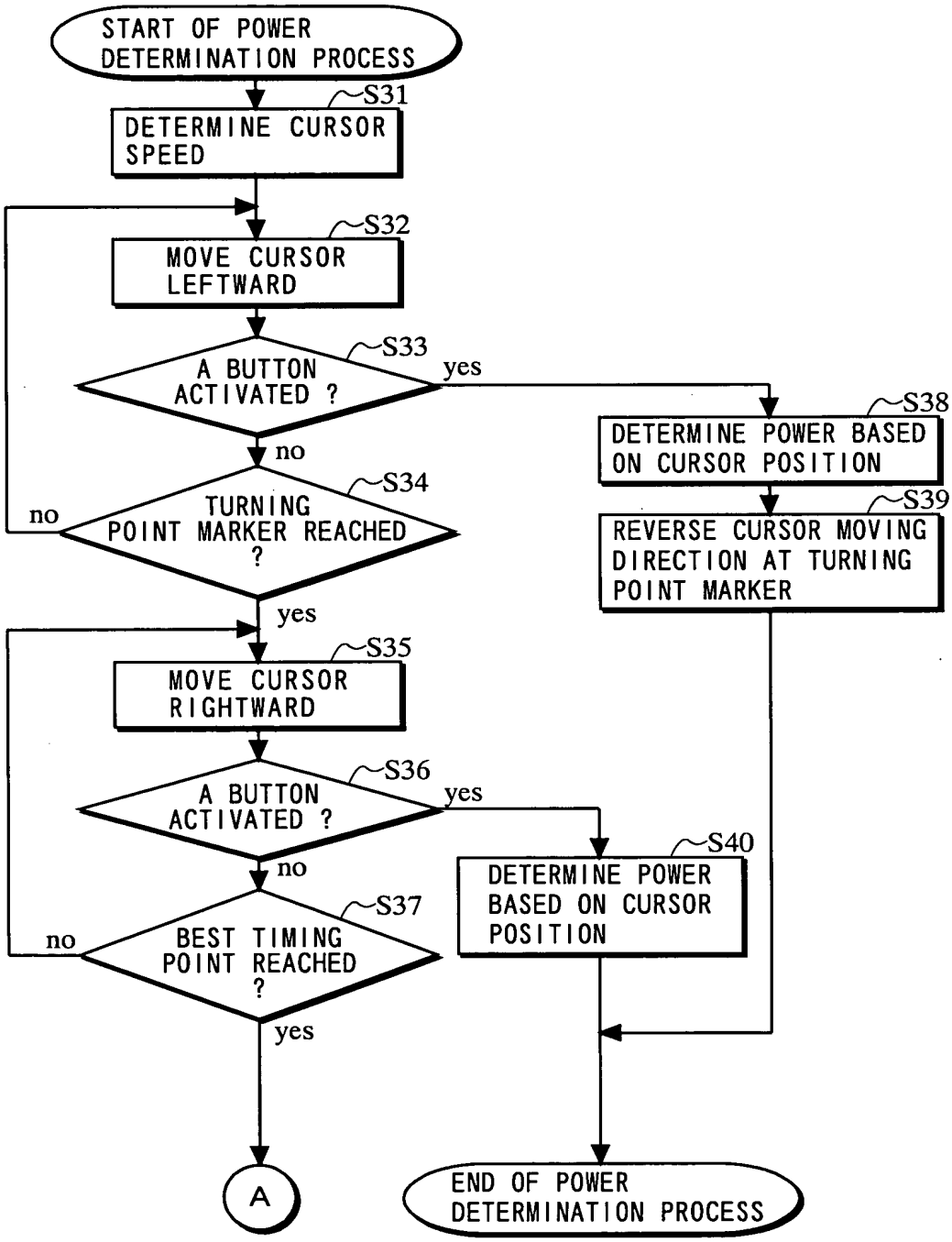

START OF POWER DETERMINATION PROCESS
S31
DETERMINE CURSOR SPEED
S32
MOVE CURSOR LEFTWARD
S33
A BUTTON ACTIVATED ?
yes
no
S34
TURNING POINT MARKER REACHED ?
no
yes
S35
MOVE CURSOR RIGHTWARD
S36
A BUTTON ACTIVATED ?
yes
no
S37
BEST TIMING POINT REACHED ?
no
yes
A
S38
DETERMINE POWER BASED ON CURSOR POSITION
S39
REVERSE CURSOR MOVING DIRECTION AT TURNING POINT MARKER
S40
DETERMINE POWER BASED ON CURSOR POSITION
END OF POWER DETERMINATION PROCESS

FIG. 10

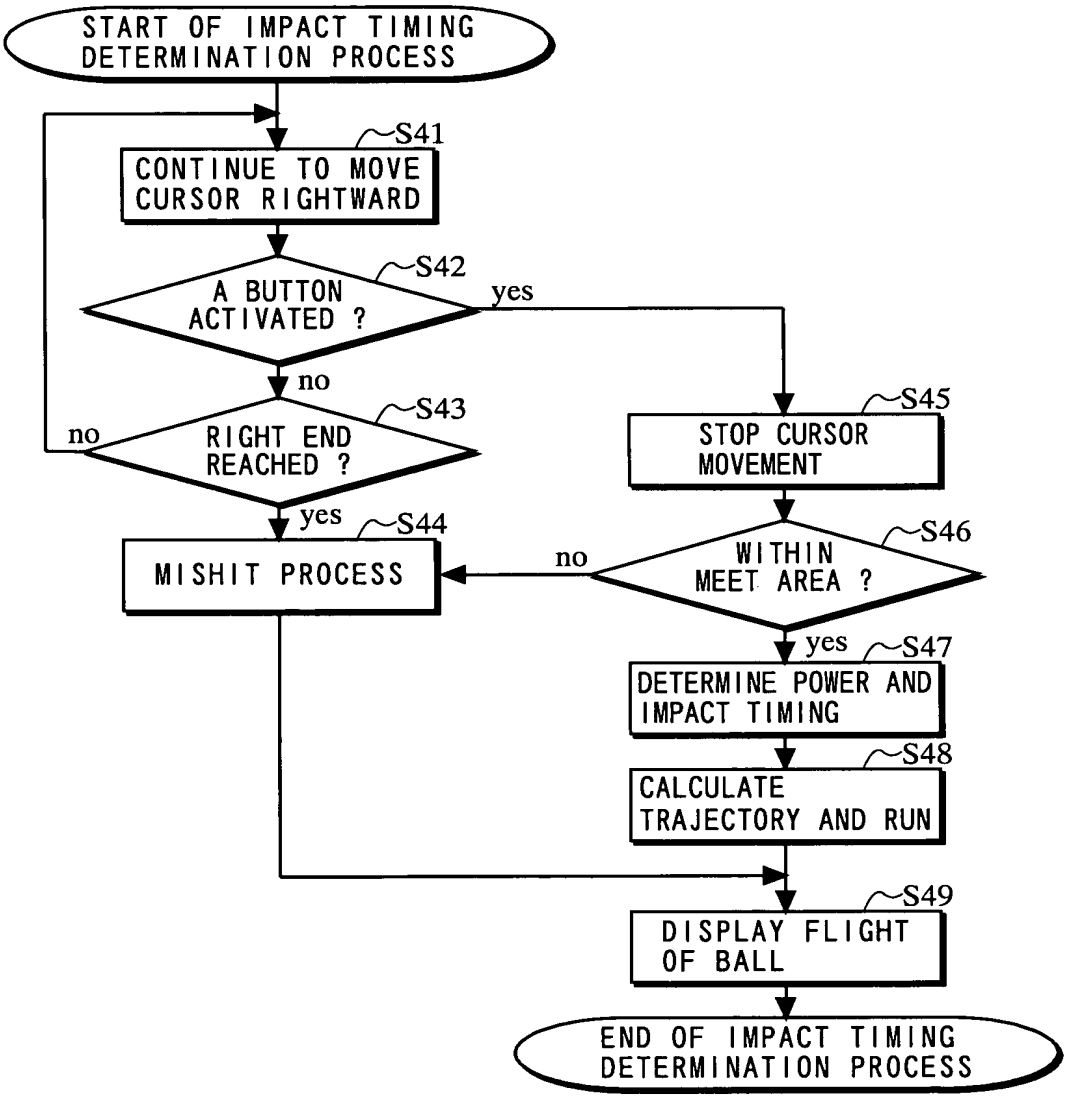

START OF IMPACT TIMING DETERMINATION PROCESS
S41
CONTINUE TO MOVE CURSOR RIGHTWARD
S42
A BUTTON ACTIVATED ?
yes
no
S43
RIGHT END REACHED ?
no
yes
S44
MISHIT PROCESS
S45
STOP CURSOR MOVEMENT
S46
WITHIN MEET AREA ?
no
yes
S47
DETERMINE POWER AND IMPACT TIMING
S48
CALCULATE TRAJECTORY AND RUN
S49
DISPLAY FLIGHT OF BALL
END OF IMPACT TIMING DETERMINATION PROCESS

FIG. 11

CHARACTER TABLE

CHARACTER NAME	TURNING POINT SETTING
CHARACTER 1	SETTING A
CHARACTER 2	SETTING B
CHARACTER 3	SETTING C
CHARACTER 4	SETTING B
CHARACTER 5	SETTING A
CHARACTER 6	SETTING A
CHARACTER 7	SETTING C
⋮	⋮

FIG. 12

TURNING POINT SETTINGS TABLE

LIE	TURNING POINT SETTING		
	SETTING A	SETTING B	SETTING C
TEE SHOT	1.00	1.00	1.00
FAIRWAY	1.00	0.90	0.80
LIGHT ROUGH	0.90	0.80	0.65
HEAVY ROUGH	0.80	0.65	0.80
BUNKER	0.50	0.40	1.00
BUNKER (FRIED EGG)	0.30	0.20	0.90
⋮	⋮	⋮	⋮

FIG. 13

LIE-CLUB COMPATIBILITY TABLE

CLUB	LIE						
	TEE SHOT	FAIRWAY	ROUGH		BUNKER		...
			LIGHT	HEAVY	NORMAL	FRIED EGG	
1W	1.00	0.60	0.40	0.20	0.10	0.05	...
3W	1.00	0.90	0.45	0.25	0.11	0.06	...
5W	1.00	0.90	0.50	0.30	0.12	0.07	...
1I	1.00	0.95	0.95	0.70	0.30	0.20	...
2I	1.00	0.95	0.95	0.75	0.35	0.25	...
3I	1.00	0.95	0.95	0.80	0.50	0.40	...
⋮	⋮	⋮	⋮	⋮	⋮	⋮	...
SW	1.00	0.95	0.95	0.90	0.70	0.60	...
PT	—	0.95	0.95	0.90	0.70	0.60	...

FIG. 14

ENVIRONMENTAL FACTOR TABLE

ENVIRONMENTAL FACTOR		MARKER POSITION DATA
DAYTIME	FAIR	1.00
	RAIN	0.80
	SNOW	0.70
DUSK	FAIR	0.90
	RAIN	0.70
	SNOW	0.60
NIGHT	FAIR	0.80
⋮	⋮	⋮

FIG. 15A

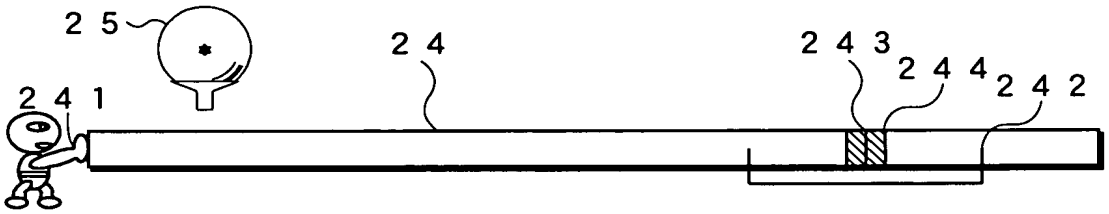


FIG. 15B

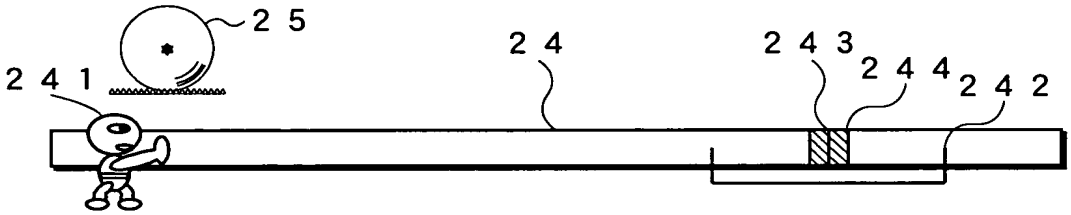


FIG. 15C

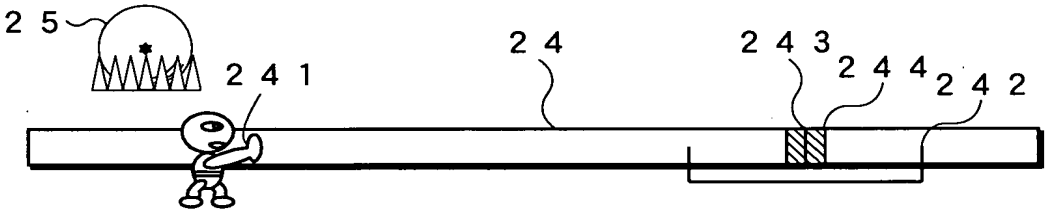


FIG. 15D

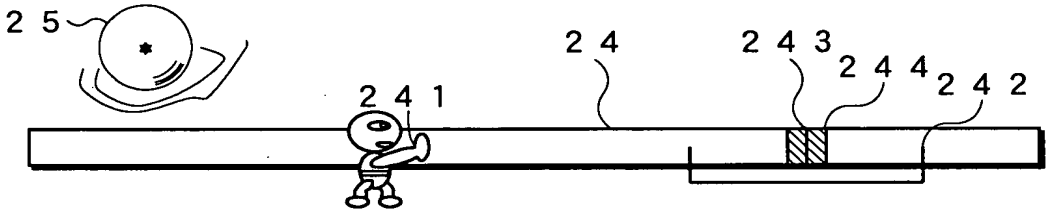


FIG. 15E

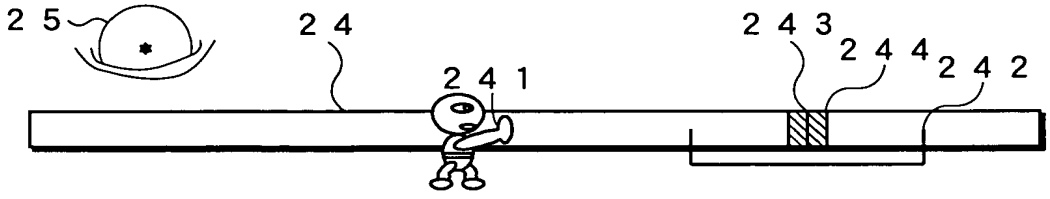


FIG. 15F

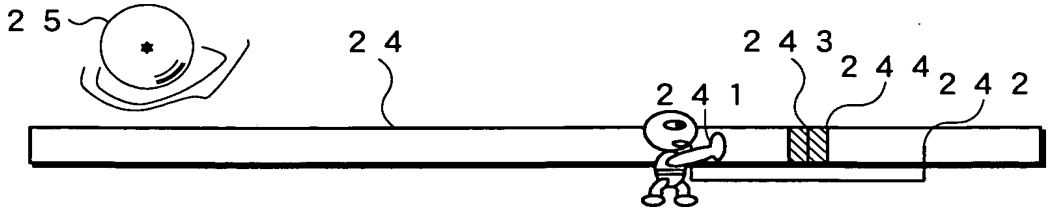


FIG. 16

CURSOR SPEED TABLE

LIE	SPEED
TEE SHOT	1
FAIRWAY	1
LIGHT ROUGH	2
HEAVY ROUGH	3
BUNKER	5
BUNKER (FRIED EGG)	7
⋮	⋮